



GOOD LUCK!



*Genting Highlands Resort Malaysia*

**Resorts World Bhd**

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PLAYER'S GUIDE



CASINO  
DE GENTING  
MALAYSIA

BLACKJACK





# BLACKJACK



1. The object of this game is to draw card(s) totalling 21 or as close to 21. The player wins if his points is higher than the dealer. Picture cards count 10, other cards count at their face value except the Ace which counts 1 or 11 if you choose.
2. The Dealer deals two cards to each Player face-up. For herself, she deals a card only face-up.
3. Your initial two cards shall determine their total value and decide, whether or not, you need additional cards. If you have an Ace with any 10 or picture card, you have Blackjack. The Dealer also has a Blackjack (in which case, it is a "Push") – neither wins.
4. When the Dealer's first card is an Ace you have the option of taking "insurance" (amounting to 1/2 or less of your original bet) against her having Blackjack. If the Dealer has Blackjack, you lose your original bet and are paid 2 to 1 on your "insurance" bet.
5. If you don't have Blackjack and your point count total is below 12, you are required to draw ("hit") an additional card or cards until your hand has a count of not less than 12. No further card shall be drawn, if your points exceed 21.
6. When your point count total is above 12 and below 21, you may stop drawing additional cards or "stay". After all the Players have their turns at drawing cards and stayed, the Dealer deals a second card to her hand. The Dealer must draw up to 16 and stand on 17.

## Terms Used in "21" Blackjack

### Blackjack or Natural 21

A combination where the FIRST initial (original) two cards have a count of 21 points constituted by an Ace with any 10 deemed solely as Blackjack.

### Soft 21

Where the sum value of cards in hand, other than the first 2 cards, total 21 and which includes a hand resulting from split on an Ace, Picture or 10 pair which have count of 21, shall be deemed a SOFT 21.

A Blackjack or Natural 21 shall take precedence over a SOFT 21.

### Hit

To draw cards. The player shall indicate by making a clearly visible scratching motion with the hand, palm down.

### Stand, Stay,

To make no further request to draw cards. The player shall make a slight horizontal motion with the hand opened, palm down.

### Even Money

When Dealer has an Ace shown and Player has Blackjack, Player may request same amount of his bet before the Dealer draws the third card for any Player.

### Push (Stand Off/Tie)

Player has the same count as the Dealer. Neither wins.

### Split

Any initial two cards of identical value can be split into two different hands and the amount of bet to be placed in the new hand shall equal that in the original hand.

No hand can be split more than twice into more than three hands. The Player must at least draw one card for each hand. The Dealer shall deal a second card to the first of the split hands so formed and shall complete the Players decision with respect to that hand before proceeding to deal any cards to the other split hands. However in an Ace pair split, Player can draw only one card.

### Doubling or Double Down

To double down a Player shall make an additional wager equal to his original bet and MUST draw only one additional card. Player may elect to double down if his first two cards or the first two cards of any split pair total 9, 10 or 11, provided such cards do not consist of an "Ace".



Blackjack or Natural 21 cannot be doubled down.

### Insurance

An option to the Player to bet 1/2 or less of his original bet when Dealer's face-up card is an Ace, to protect his original bet against Dealer's possible Blackjack. Insurance bet can be placed prior to any additional cards being dealt to any of the Players.

If Dealer has Blackjack Player's original bet will lose and insurance bet will be paid 2 to 1. If Dealer has no Blackjack, the insurance bet loses and the game proceeds.

### Surrender

A Player may surrender his hand by giving up half of his bet, provided that the Dealer's face-up card is not an Ace. All decisions to surrender shall be made immediately after the Player receives his initial two cards and before the third card is dealt to any Player.

### Going Over (bust)

In cases where cards are drawn exceeding 21 for either Player or Dealer

### Burnt Cards

All cards suspended for use in the course of a game. These also apply to misdealt cards.

### Supplementary Bet

Under or Over Thirteen

The first two cards of the Player's own hand shall decide the outcome of the bet. All Aces shall be counted as one and all picture cards as ten. The House shall win if the total count point of the first two cards is thirteen. All betting shall not exceed the original bet. The rate of payment is 1 to 1.



## BIG BACCARAT

12. The Player on either side who places the biggest bet has the right to hold the cards dealt face-down, which, however must not be held away from the table.
13. Player(s) may take up the difference of the betting limit displayed at the gaming table.

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**CASINO**  
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**BACCARAT**





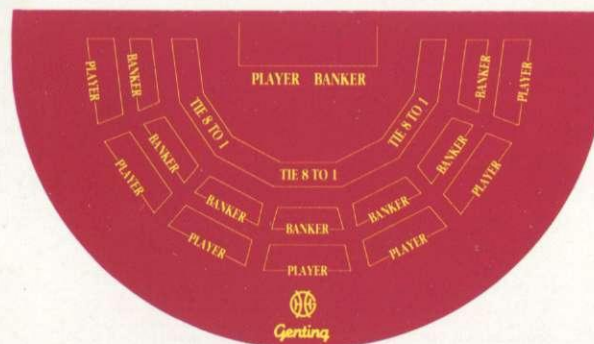
# BACCARAT



1. The object of BACCARAT (pronounced BAA-CAA-RAH) is to bet that the Banker's side or the Player's side will achieve a score closer to 9.
2. This game is played with multiple decks of cards which are shuffled and cut by the Croupier. The Croupier then inserts an indicator card into the shuffled cards which is then put into the "shoe".
3. When the indicator card shows up, it means that the last game of the shoe is reached after which another shoe is played.
4. Before the game starts, the first top card of the shuffled cards is exposed. A number of cards are then "burnt", the amount depending on the face value of the exposed card. Picture cards count as 10 while other cards count at their numerical face value.
5. 2 cards are dealt to each side in the following order – the 1st card to the Player, the 2nd to the Banker, the 3rd to the Player and the 4th to the Banker.
6. Only one more card may be taken by either side, governed by the "Baccarat Rules" provided. The Player draws first. If a card is inadvertently dealt out of turn or if a card is drawn or not drawn in contradiction to the "Rules", the mistake, when



BIG BACCARAT



MINI BACCARAT

## PLAYER

HAVING	
1-2-3-4-5-10	Draws a card
6-7	Stands
8-9	Natural – Banker cannot draw

## BANKER

HAVING	Draws When 3rd card of Player is:	Does not draw when 3rd card of Players is:
3	1-2-3-4-5-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10
7	Stands	
8-9	Natural – Player cannot draw	
0-1-2	Draws a card	

noticed, must be rectified by giving the misdealt card to the group entitled to receive it by the order of the deal or according to the "Rules".

7. Picture cards and 10 and combinations totalling 10 do not count. An Ace counts as 1. All other cards have their numerical face value. Nine (9) is the highest count, eight (8) the second highest and so on in descending order. The holder of the higher count is the winner.
8. If the total point count is the same for both Banker and Player, it is a tie or "Push" and the game shall be played again until one side wins. In the event of a tie, the Players of either side may elect to sustain, alter, increase or reduce their original bets subject to the table limit. Bettings on 'Tie' pays 8 to 1.
9. Players have the choice to bet either "Player" or "Banker".
10. When Banker wins, the House takes a commission of 5% on each game.
11. The betting limits are displayed at the gaming table.